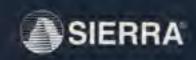


Hintbook



SIERRA

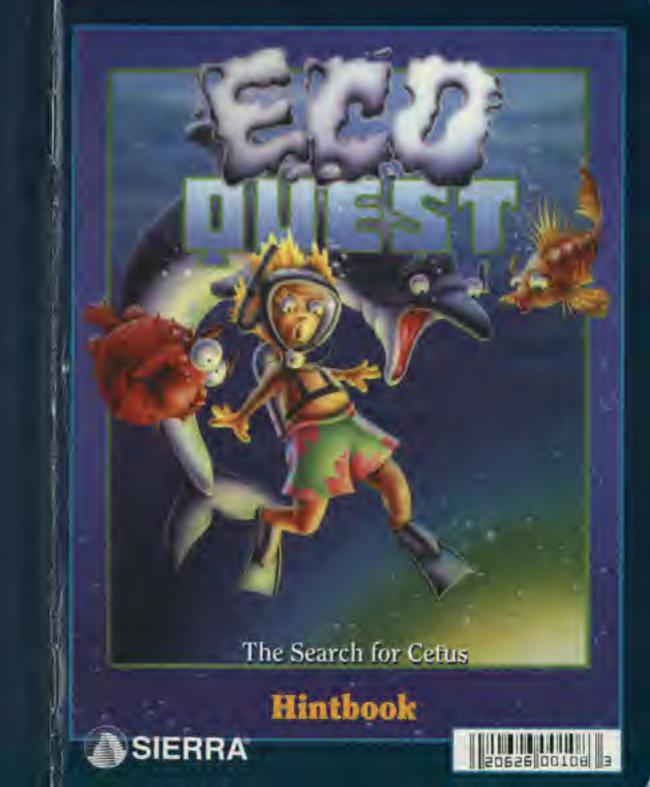


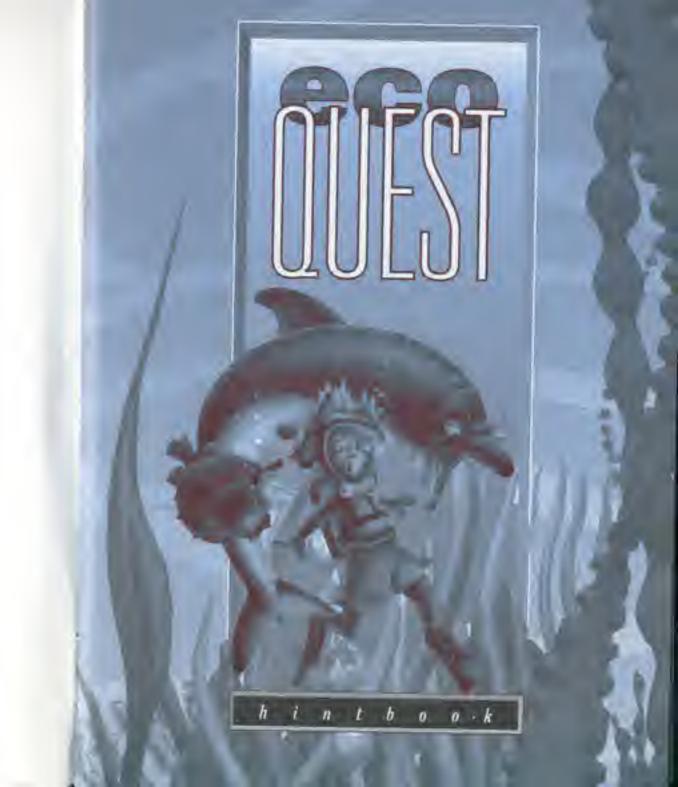


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COLDETKOT







	Credits		
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Fish

Stories:

Every summer vacation my family traveled to the ocean.

Maybe we were obsessed with salt water because we lived in the

Midwest. As kids, the most water we ever saw in one place was
in a swimming pool.

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Tale

Bana Haine

During recess we searched for fossils in the flat school field. Our teacher told us the ground where we stood had once been a huge inland sea. Looking across miles of prairie and waving wheat, it was hard to imagine huge, sluggish creatures crawling along an ocean bottom. We stared out the school windows and tried to imagine them as portholes of a giant submarine.

So the ocean really began as a country in our imagination. The threat for kids of the future is that the sea will be only that — an imaginary place to dream about rather than to see and to experience. Already the clean, lonely beaches of my childhood vacations are littered with garbage, some of it washed in with the tide. That is why we decided that Adam would begin his travels there.

We met and talked with the most amazing people —
oceanographers, ecologists, and, to our delight, experts in dolphin
behavior. All of them shared one characteristic: they were moved by
the wonder of the ocean and its creatures. No matter how much
they knew, there was always more to learn. The greater their
knowledge, they told us, the deeper the mystery.

Although we invented the characters and world of EcoQuest: The Search for Cetus, it doesn't feel that way. We have more of a sense that we made new friends, that we met Adam and the world of Eluria and, like Adam, were changed forever.

Scenes from the original storyboard

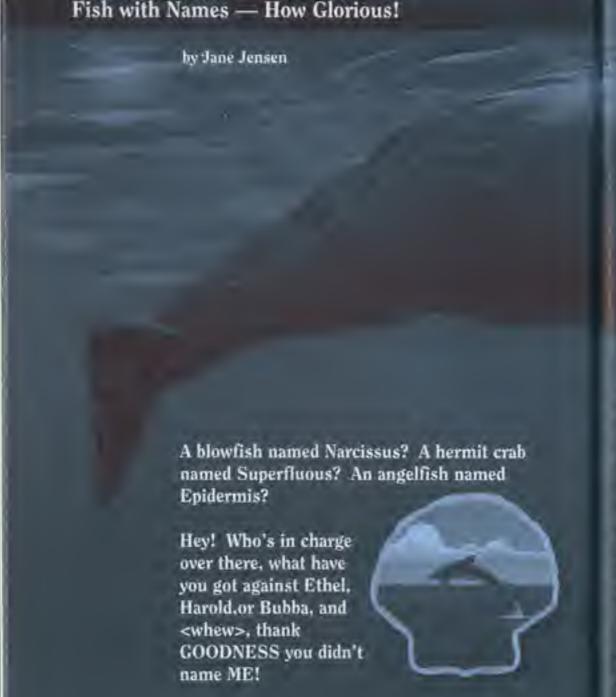










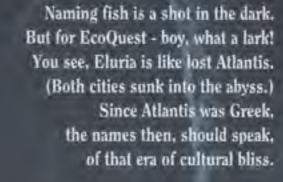


Well, believe it or not, the characters of EcoQuest almost DIDN'T get to keep their funny names. Some folks questioned whether the names might be too difficult to read for some players. But the names seemed to stick to the characters like glue, the way good names will, and we knew that you would appreciate the references and challenge. We stood firm. In the end, our fish got to keep their Greek names and we got to keep our sense of humor.

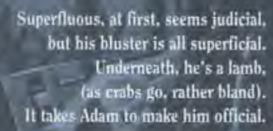
As to WHY we chose such ridiculous names? They make better poetry, number one. Number two...well. just read the following poem.

Suspicious Naming





Take, for example, Narcissus, a blowfish with no need for a Mrs. For who in the sea, could be love more than HE, and who better to blow himself kisses?



Erroneous, as a teacher, stands taller,
with no need to quibble or holler.
For if he be right or wrong,
about the 'great human throng',
who's to question this last reptile scholar?





The angelfish, Epi's the limit, and his Dermis is best with him in it. Which is why Adam strives, to keep those poor plants alive, saving 'E' at the very last minute.

Now Gregarious may be somewhat dense. 'Sea cows' aren't known for their sense. Still, he really is friendly, though neither brave nor quite trendy, at his post at the fish residence.

Hippocrates, well, that's elementary,
He's a Doctor, dear Watson, a gentry.
While his snout's in a bind,
he keeps his cool, stays refined,
and thinks Adam's technique is exemplary.

Still more, there is Cetus, the whale, Olympia, with spines in her tail. Cassandra, all knowing, Demeter, all growing, and that is the end of our tale.

But what of our friend Ostentatious?
Belligerent, Anonymous, and Crustaceous?
Well, they didn't make the game,
but they're in our hearts all the same,
so 'till next time, may all your fish be so gracious.

Match the Apartment to the Character

Here's a game to test your memory. Below are the pictures of each of the residents at the fish apartments. Following the pictures is a list of the contents of each fish apartment lettered a), b), c), etc. Your job is to match the apartment description with its correct resident. When you've found a correct match, simply place the letter on the numbered line below each character.

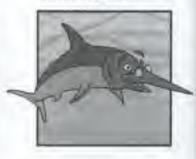
Narcissus (Blowfish)



Epidermis (Angel Fish)



Hippocrates (Swordfish)



Erroneous (Sea Turtle)



Gregarious (Manatee)



Olympia (Lionfish)



Apartment Contents

- a) This apartment is full of tools and gadgets.
- b) In this apartment, you'll find a flag of Great Britain, a Grandfather Clock, and a globe sitting on top of a bookcase.
- c) This apartment contains some cool posters, a shell collection, and a whole lot of algae-covered plants.
- d) A medical cabinet and diploma are on one wall, golf clubs and sculpture are also on the floor of this apartment.
- e) This apartment is cleverly decorated with discarded pieces of human trash and has a window to the outside.
- f) Finished canvases and paint supplies litter this apartment.

How to Say:

Narcissus (Nahr SIS us) Hippocrates (Hip PAH kru teez) Olympia (O LIM pe a) Epidermis (Ehp i DER mis) Gregarious (Gre GAE ree us) Erroneous (Er ROH ne us) Demeter (Dih ME ter) Cassandra (Kah SAN drah) Superfluous (Soo PER flew us) Eluria (Ee LU ree a)

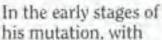


a) cregarious, b) Erroneous, c) Epidermis, d) Happocrales, e) Olympia, f) Narcissus :s.tamsuv

Flesh-Eater

"Most Mantas are gentle, but this one's a real bone-grinder!"

Icarus was
originally a small,
harmless, playful,
nine-year-old Manta.
His diet was strictly
vegetarian. Then
Icarus swam into
toxic waste and was
mutated into the
GIANT, BLACK,
EVIL MANTA,
you come to know
in EcoQuest as
Flesh-Eater.



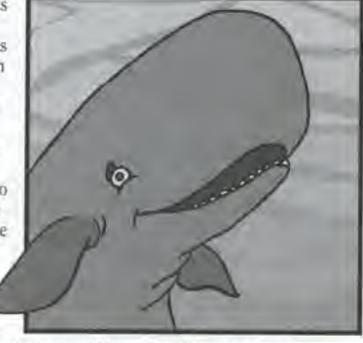
his intelligence intact, Flesh-Eater became greedy and decided to rule Eluria. But as the toxic waste continued to work on his brain, he lost his Poseidon-granted human intelligence and the power of speech. He therefore also lost all conscious powers of reason and kindness, leaving him to act upon only his base instincts, such as fear and hatred.

As a result, Flesh-Eater fears and loathes Cetus the whale, the City of Eluria, and all its inhabitants. He's helplessly driven to destroy and terrorize the city, and most importantly, Cetus the whale! In fact, when you find and save Cetus, a fierce battle will ensue.

Cetus the King

"STAND ASIDE, SEA DEVIL! LEAVE THIS PLACE AND TROUBLE MY PEOPLE NO MORE!!!" — his booming voice shakes the ocean floor itself.

King of Eluria, Cetus is majestic, regal, and imposing. Cetus has ultimate wisdom and dignity. His knowledge is as vast as the ocean itself. His anger is terrible but his compassion and kindness are also well known. A mere flick of his tail can be felt all through Eluria. In fact. Cetus used his massive tail to keep Eluria clean by



sweeping away the pollution you'll now find littering the city.

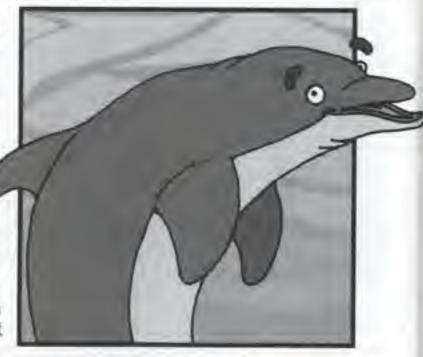
Although he prefers the ways of peace and is slow to anger, he will fight to the death for the safety of his own. Infinitely patient with the youngest of his subjects, he can be sensitive also to the concerns of the oldest among them. The kingdom is lost without him. Only with your help can Cetus save the threatened city and restore order once again.

Delphineus

"And so the lobster said to the crab, 'With fronds like these, who needs anemones?' Get it, get it?" — Delphineus likes to make jokes.

Delphineus is an irrepressible, basically happy creature in spite of all that has befallen him. He is loyal, trustworthy and, above all, humorous. He has a certain fondness for bad puns and always laughs at his own jokes so hard that

everyone else



finds themselves laughing with him. At the same time, he is capable of great depth of feeling and empathy, particularly with Adam, his human friend.

He has a great sensitivity to the moods of others and knows how to say and do just the right thing when needed. It is no wonder that, despite his youth, the citizens of Eluria appointed him to look for help in the outside world when Cetus, the Great Whale King, turned up missing. You can turn to Delphineus for help throughout the game as he is your loyal sidekick.

Adam

"Phew, Delphineus, your jokes make me sick! Oh, I'm just kidding. You're the best joke teller in the ocean." — Adam has a special talent for relating to

animals.

In EcoQuest, you play the part of Adam, assisting him with his quest under the sea. Adam is a capable, intelligent, and sometimes mischievous twelvevear old. His travels around the globe have given him, in some ways, a different view of life from most kids. However, like many



children, Adam invests a great deal of time in projects. For example, Adam collects and heals all sorts of animals in trouble. He also seems to somehow find a lot of them. He has a certain quality, an inner courage, that gives you the feeling he will have a bright future.

How This Book Works

The whole point of playing EcoQuest is to discover its puzzles and the solutions to them. However, some puzzles may be so well hidden that

you don't even know where to begin.
Or this may be your first experience
with an adventure game. If you feel
that you're really stuck, look through
and find the question that best
describes your problem.



Think of this book as your complete reference to EcoQuest. The hint answers are arranged to progress from a slight hint to an out-and-out solution to each puzzle. In fact, an answer with a star (*) beside it will be very specific, often giving you the exact actions you need to solve the puzzle. We recommend you read only the hints you need and avoid reading the last answer of each question unless you're completely stumped. In fact, if you read every answer (one after another) in this book, you'll complete the game very quickly, but you'll miss the challenge and excitement of this game. You get the point, right? Please use this book with discretion.

Note to Beginning Adventurers

If you've never played a Sierra 3-D Animated Adventure Game, here are some tips to help get you started:

 Remember to save your game frequently. This way, you can restore to your previous position without starting the game from the beginning each time you play. Your game manual has more details on saving and restoring games.

- Pay attention. Look at everything and talk to everyone. Pick up anything that's not nailed down. You never know where you might pick up a valuable object or clue.
- 3) Try anything. Anything you try might be the solution to a game situation.

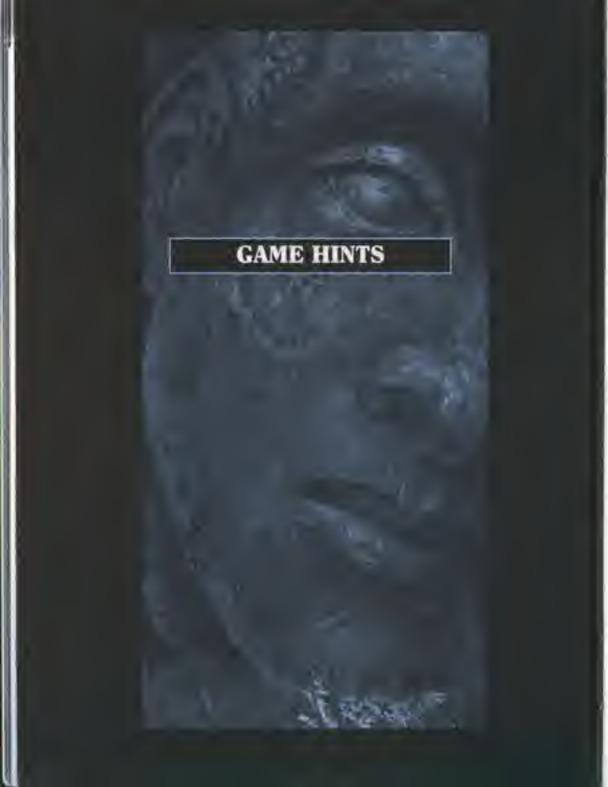
If You Have Finished EcoQuest

The last section of this hintbook entitled After You Have Completed the Game contains a points list, an object list, a list of things you may



not have tried in the game, and complete maps. If you've played through and want to see how to improve your score or see what you might have missed, take a look.

Thank you for purchasing EcoQuest. We hope you have as much fun playing it as we had creating it.



General Questions

Adam moves too fast! Adam moves too slow!

On your Icon Bar is a control panel icon with a slider bar. Choose it to bring up the control panel. You'll see a slider for adjusting the animation speed. If your game still runs too slowly, adjust the animation detail slider down until you find a speed and detail level you can live with.

How do I look at things, talk to people, etc.?

Check out the Icon Bar at the top of the screen (press ESC or place the mouse cursor at the very top of the screen to see the Icon Bar). These icons represent all possible game activities.

When you choose an icon, the cursor will change to that shape. You can also click your right mouse button (or SHIFT-Click) to cycle through the cursors and the middle mouse button (or CTRL-Click) to toggle between the Walk cursor and the last cursor used.

Or, if you're using your computer's keyboard, press a direction key on the numeric keypad or cursor keys. To stop your character, press the same direction key again. To execute a command, press ENTER. To cycle through the available cursors, use the number five key on your numeric keypad.

Some examples are as follows:

To talk to someone, click the Talk cursor on him. (With the keyboard, position the Talk cursor on him using your cursor keys and press ENTER.)

To look at something, click the Eye cursor on it. (With the keyboard, position the Eye cursor on it using your cursor keys and press ENTER.)

To walk somewhere, click the Walk cursor on that screen position. (With the keyboard, select the Walk cursor then press your cursor keys to move that direction.)

To take action on something or someone, click the Hand cursor on the person or thing. (With the keyboard, position the Hand cursor on the person or thing using your cursor keys and press ENTER.) This cursor performs many different game actions. You will want to use it liberally.

How do I get extra points and a lot of valuable information?

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Where do I find my garbage/recycle bag?

I don't understand how to use my garbage/recycle bag. How do I collect something in it?

How can I earn some extra points using my garbage/recycle bag?

* Combined to the property of the property of

I'm stuck in the Research Lab! Is this all there is to do?



What's the point of this game anyway?



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How do I get extra points and a lot of valuable information?

There are many hints included in this game. Be sure to use the look and talk cursors on everything. Often when you're stuck, Delphineus the dolphin will give you some helpful suggestions. Or talk to many of the other characters in the game, because they'll also give you helpful clues.

Where do I find my garbage/recycle bag?

 It's in the Research Center. You'll find it in front of the recycle bin beside the computer in the lab.

I don't understand how to use my garbage/recycle bag. How do I collect something in it?

When you see something you'd like to throw away, select the garbage/recycle bag icon from the Icon Bar. Use the garbage/recycle bag cursor on the item you wish to throw away. If it is something that Adam can throw away, he'll place it into the bag.

How can I earn some extra points using my garbage/recycle bag?

Pick up as much garbage as you can find. Therefore, when you find an area where garbage has fallen, remove all of it to get extra points. You can pick up as many as ten extra points per area!

I'm stuck in the Research Lab! Is this all there is to do?

Pay special attention to the projects you observe in the Lab. They give very important clues about things you'll do later in the game. Of course, there's a lot more to do in EcoQuest. Have you noticed the door heside the blackboard? Try exiting through there first.

What's the point of this game anyway?

 Adam must fulfill the prophesy predicted by the Oracle of Eluma and save its inhabitants.

In the place where shadows creep,
Rests the poison of the deep.
What came from man must now return,
Lest the Kingdom die, the oceans hurn.
Held hostage is the King of Peace,
None shall be safe till he's released.
Only Love can face The One Most Vile,
To save us all - a human child.

Only fragments can I see.
But let me tell them now to thee:
Armor for a modern Kright.
From the depths, a glowing light.
A net of bones, a wall of stones,
A floating orb, a silver wire.
Will help you in a place most dire.

Research Center



Research Lab Room

Adam's Dad has asked me to help save an oily bird. What am I supposed to do?



I have the detergent and a soft, clean rag. Now how do I get the detergent on the rag?



The gerbil sure looks thirsty. Where do I find a water bottle for him?



I see an aquarium full of oily water, but what am I supposed to do with it?



There's an envelope on the chair beside the computer. Should I open it? If so, how?

President and the property of the propert

I looked at the computer in the lab and saw Adam's Dad's article. Now how is the illustration on the blackboard connected? I'm not sure I understand.

Research Center



Research Lab Room

Adam's Dad has asked me to help save an oily bird. What am I supposed to do?

Use the eye or hand cursor on the bird to get a close-up view. Beside the bird's box, you'll notice a bottle of mild detergent and a soft, clean rag. Use the hand cursor to pick up these items. Open your inventory screen, select the detergent and click it on the rag. This will put soap on the rag. Select this soapy rag from inventory and use the soapy rag cursor on the bird to clean it.

I have the detergent and a soft, clean rag. Now how do I get the detergent on the rag?

* First open the inventory icon from the tean Bar. You should see the bottle of mild detergent and the soft, clean rag. If they aren't in your inventory, then you need to pick them up from beside the bird's box in the center of the room. If you see these items in your inventory, first select the detergent and click it on the rag. This will put soap on the rag. Select the soapy rag from inventory and use the soapy rag cursor on the bird to clean it.

The gerbil sure looks thirsty. Where do I find a water bottle for him?

You can find the gerbil's water bottle on the table just to the right of his cage. Use the hand cursor to pick up the bottle. Next, select the water bottle from your inventory and use it on the gerbil's cage.

I see an aquarium full of oily water, but what am I supposed to do with it?

- Remember the flask of experimental fertilizer solution Adam's Dad gave you?
- ★ Use the experimental fertilizer solution on the aquarium. It will create bacteria to eat the oil. Don't worry, Adam won't use all this solution on the aquarium. So there will be plenty left over to use later to the game.

There's an envelope on the chair beside the computer. Should I open it? If so, how?

- Yes, go ahead and open it up by using the hand cursor on the envelope.
- Use the hand cursor on it to remove the contents. If you use the hand cursor on it a second time. Adam will throw away the empty envelope.

I looked at the computer in the lab and saw Adam's Dad's article. Now how is the illustration on the blackboard connected? I'm not sure I understand.

 Both the article and the illustration give you a BIG CLUE for a major event that will take place later in the gome.



I looked at the computer a second time. Is this a good game?

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I'm sure I've explored the Research Center thoroughly. How do I know if I have everything I need to continue my journey?

* The state of the

I'm ready to leave the Research Lab, but I can't find a door out. Which way is out of here?

A solving as a substitution of the contraction of the contraction

I'm unable to open the lock on the door at the Research Center. Where do I get the combination for this darn thing?

Oceanic Recovery Tank



I see the dolphin swimming in the tank alone. Is there anything I can do to become friends with him?

* There is a many factories and the rate of the constraint of the

Okay. What's the first step to becoming friends with the dolphin?

* Complete the substitution of the substitutio

- After looking at the computer, use the eye cursor on the blackboard to look at the illustration. Notice the individual items such as the huoy, the cable, and the transmitter. These items combine to make a satellite huoy.
- The blackboard illustration and the article describe how to create a satellite buoy. You will have the opportunity to create your own satellite buoy to remove some toxic waste barrels from the ocean. Therefore, he sure to look for these items on your journey through the game.

I looked at the computer a second time. Is this a good game?

* King's Quest 52 It certainly is.

I'm sure I've explored the Research Center thoroughly. How do I know if I have everything I need to continue my journey?

★ You need two items as follows: the experimental tertilizer solution from Adam's Dad, and Adam's garbage/recycle bag. With these two items in your inventory, you'll be ready to continue your journey outside the Research Center.

I'm ready to leave the Research Lab, but I can't find a door out. Which way is out of here?

- You can't go out the door Adam's Dad went out. Try looking for another door in the lab.
- Use the hand cursor on the door just to the left of blackboard. You can find the combination to the door's lock in your game documentation.

I'm unable to open the lock on the door at the Research Center. Where do I get the combination for this darn thing?

 You can find the combination to the lock in your game documentation.



I see the dolphin swimming in the tank alone. Is there anything I can do to become friends with him?

There are actually several steps you can take to become his friend. When you enter this room, take a look at the blackboard. The blackboard lists these step-by-step instructions on becoming friends with Delphineus.

Okay. What's the first step to becoming friends with the dolphin?

* Your first step is to talk with him three times.

All right, I've talked to the dolphin. Now he wants to make friends with me. But I've never known any dolphins before. What am I supposed to do next?

- Tally in the month of the Charge of the
- Verille mine that regarding to a confident.
- * Patricipal Company of the Company

Okay. I've fed the dolphin a couple of fish, but now he's full. What else can I do for him?

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Okay. I've fed the dolphin a couple of fish, but now he's full. What else can I do for him?

Hey! I tried to feed the dolphin, but he missed my toss. Instead, the fish landed in the water. Am I doing something wrong?

The constraint of the con

I've tried swimming with the dolphin, but every time I get in the water I scare him. I'm really not that bad a person. How can I get him to let me swim with him?

- The state of the first of the state of the
- * the first constrained that the second of t

The dolphin wants to give me a ride on his fin. Honestly, I've never ridden on a dolphin. How do I do this?

* The second of the second of

Hey! That was cool! I went swimming with the dolphin, but now he wants to do something else. What am I supposed to do now?

- List to the nightly a married.
- · The first test testing a second testing of the second testing of
- * Lie de substant anno mante de després de la plante de la company de la

All right, I've talked to the dolphin. Now he wants to make friends with me. But I've never known any dolphins before. What am I supposed to do next?

- Take a look at the blackboard. The blackboard lists step-by-step instructions on what to do with Delphineus.
- Did you notice him eyeing the bucket of fish?
- Your second step to becoming his friend is to feed him two fish.
 There's a bucket full of mackerel beside the door you came through.

Okay. I've fed the dolphin a couple of fish, but now he's full. What else can I do for him?

• Take a look at the blackboard. The blackboard lists step-by-step instructions on how to treat Delphineus.

• Have you tried swimming with him?

* Go swimming with him. Use the hand cursor on the pool ladder to join him in the tank.

Hey! I tried to feed the dolphin, but he missed my toss. Instead, the fish landed in the water. Am I doing something wrong?

- Try being a little more patient. Watch the dolphin swim around the tank a few times.
- Did you notice how after making one complete circle of the tank, the dolphin stops and sticks his head out of the water?
- * Use the hand cursor on the bucket of fish to pick up a mackerel for

I've tried swimming with the dolphin, but every time I get in the water I scare him. I'm really not that bad a person. How can I get him to let me swim with him?

- Take a look at the blackboard. The blackboard lists step-by-step instructions on what to do with the dolphin.
- Before you swim with him, first talk to him three times, then feed him two fish. Now try swimming with him.

The dolphin wants to give me a ride on his fin. Honestly, I've never ridden on a dolphin. How do I do this?

Simply use the hand cursor on his fin. Adam will cup his hand around the dolphin's fin, and the dolphin will take him for a ride around the pool.

Hey! That was cool! I went swimming with the dolphin, but now he wants to do something else. What am I supposed to do now?

- · Look for a toy be might like to play with.
- Take the frisbee. It's on top of the cabinet just underneath the blackboard.
- Use the frisher cursor on the dolphin several times. He'll play catch with you!

Delphineus has introduced himself to me, but I don't know how to help him any further. Do you have any pointers?



Delphineus has returned for me at the Research Lab dock. He says I can come with him, but I have to get ready first. I thought I was ready. What did I miss?



I'm on the dock of the Research Lab with my diving gear. Delphineus is waiting for me to join him in the ocean. Now how do I get in the water?



In The Ocean

I'm wandering around the Rocky Cliffs of the coastline. Can I explore these cliffs further?





Cruise Ship Dumping Trash



Delphineus and I have left the Research Center Lab for a swim, but Delphineus is too tired to lead the way. Where am I supposed to go?



I'd like to clean up this garbage being dumped from the cruise ship, but Adam's afraid to touch the garbage. Is there anything else I can do?



Delphineus has introduced himself to me, but I don't know how to help him any further. Do you have any pointers?

- . You want to let him out of the tank.
- The lever to open the underwater halch is located just to the right of the net that stretches over the tank. Use the hand cursor on the lever to open it.

Delphineus has returned for me at the Research Lab dock. He says I can come with him, but I have to get ready first. I thought I was ready. What did I miss?

You need to get your diving gear. Your diving gear is located in the cabinet just underneath the blackboard. Use the hand cursor to get your gear.

I'm on the dock of the Research Lab with my diving gear. Delphineus is waiting for me to join him in the ocean. Now how do I get in the water?

* There are two ways to do this. You can select your diving gear from inventory and then use the diving gear cursor on Adam. Or you can simply walk east off the pier. Either way. Adam will put his gear on and jump right in the water!

In The Ocean

I'm wandering around the Rocky Cliffs of the coastline. Can I explore these cliffs further?

 Nope, Remember you're heading to Eluria, which isn't located outside the water. Try swimming around the ocean some more. Something will happen when you leave the Research Center by swimming directly north.



Delphineus and I have left the Research Center Lab for a swim, but Delphineus is too tired to lead the way. Where am I supposed to go?

* When you leave the Research Center, swim directly north. Evertually you'll encounter a cruise ship dumping garbage into the water.

I'd like to clean up this garbage being dumped from the cruise ship, but Adam's afraid to touch the garbage. Is there anything else I can do?

- Now about using Adam's garbage/recycle bag from the Research Center?
- * You can use this bag to clear a path in the trail of garbage. To do this, remove two items—one from the front of the garbage and another



Wait a minute! Where do I get a garbage/recycle bag to clean up this mess?

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I've got the garbage/recycle bag to clean up this mess, but how much of the garbage am I supposed to collect?

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I'm trying to pick up some garbage being dumped from the cruise ship, but the bilge is flowing fast enough to be dangerous. Should I just skip this garbage cleaning scene?

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I've found a glass jar. Is it good for anything?

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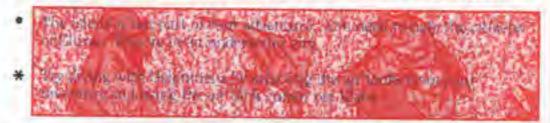
I see a little boy about to let some balloons up into the air. Is there anything I can do to stop him?

* Technology of the second of

I'd like to know how to get extra points using Adam's garbage/recycle bag!



I've found a deserted island! How come I can't swim there?



Seaweed and Kelp Maze



I'm trying to lead Delphineus through a maze of seaweed and kelp. I'm afraid I've gotten lost. Do you have any tips on this?

directly behind it. Now Adam and Delphineus can swim through.

Wait a minute! Where do I get a garbage/recycle bag to clean up this mess?

You need to swim back to the Research Center and get it. You'll find it in fruit of the recycle bin beside the computer back in the lab.

I've got the garbage/recycle bag to clean up this mess, but how much of the garbage am I supposed to collect?

Just enough to carve a little path through the garbage — about two or three pieces should do. Try picking up a piece from the front of the garbage and then another piece directly behind it.

I'm trying to pick up some garbage being dumped from the cruise ship, but the bilge is flowing fast enough to be dangerous. Should I just skip this garbage cleaning scene?

Well, you can't. You need to pick up at least some of the garbage. Only the garbage close to the ship is flowing at a dangerous speed. Therefore, try collecting the garbage further away from the ship.

I've found a glass jar. Is it good for anything?

Why not save it for later? A container like this will certainly come in handy later—that is, if you can remove the lid.

I see a little boy about to let some balloons up into the air. Is there anything I can do to stop him?

 Unfortunately, there isn't much you can do about these now. Later in the game you'll have a chance to deal with these balloons.

I'd like to know how to get extra points using Adam's garbage/recycle bag!

Pick up as much garbage as you can find. Therefore, when you find an area where garbage has fallen, remove all of it to get extra points. You can pick up as many as ten points per area!

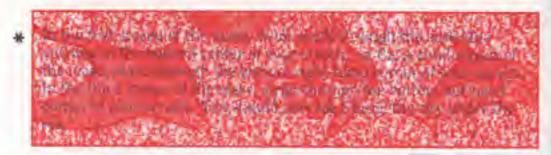
I've found a deserted island! How come I can't swim there?

- The island is not part of your adventure. You need to help the citizens
 of Eluria. They're in an underwater city:
- Try diving with Delphineus by selecting the air tanks from your inventory and using the air tank cursor on Adam.



I'm trying to lead Delphineus through a maze of seaweed and kelp. I'm afraid I've gotten lost. Do you have any tips on this?

- Before you enter the seawerd and kelp maze, save your game.
- You need to take three turns to get through the maze successfully.



Eluria Under the Sea



I'm in the Elurian Courtyard and I see an old metal cage. What should I do now?



I see a bronze statue of Poseidon in the Elurian Courtyard. Adam seems to think something is missing from the kneeling, bronze servant. Is something missing? If so, what?





I see a bronze statue of Poseidon in the Elurian Courtyard. His trident would sure come in handy. Do you have any tips on how I might get it?



What's with this HUGE Grecian urn in the Courtyard? How come Adam can't get inside it?



I'm in the Temple of Poseidon, and I've solved the sliding tile mural and found a conch shell. Is there anything else to do in here?



I can't find the Oracle that Delphineus is talking about. Where should I look?



In the first screen of the maze, swim south through the dark blue opening in the bottom center of your screen. In the second screen of the maze, swim through the bottom right-hand corner of your screen. In the third screen of the maze, swim through the bottom left-hand corner of your screen. You should now see Eluria, the city under the sea.



I'm in the Elurian Courtyard and I see an old metal cage. What should I do now?

* Pick it up. This metal cage will come in handy.

I see a bronze statue of Poseidon in the Elurian Courtyard. Adam seems to think something is missing from the kneeling, bronze servant. Is something missing? If so, what?

- Yes, something is missing. Try looking for something made of bronze.
- . Look for something made of bronze in the Temple of Poseidon

There's a bronze conch shell located in the Temple of Voseidon. You can find it on top of a pedestal in the center. Use the bronze conch shell on the statue and watch what happens.

I see a bronze statue of Poseidon in the Elurian Courtyard. His trident would sure come in handy. Do you have any tips on how I might get it?

- You can use the bronze couch shell to get Poseidon's trident.
- * Place the conch shell you picked up from the Temple of Poseidon in the hands of Poseidon's servant on the statue in the Courteard. Poseidon will loosen his grip on the trident and you'll be able to take it.

What's with this HUGE Grecian urn in the Courtyard? How come Adam can't get inside it?

Actually Adam will get in the Grecian time, when the time is right. You need to be patient and explore other parts of Eluria first. Formstance, have you been to the Council Chambers yet?

I'm in the Temple of Poseidon, and I've solved the sliding tile mural and found a conch shell. Is there anything else to do in here?

- Yes, you can find me of the roujor characters in the game in here.
- She lives belond the far-right marble wall covered with symbols, figures, and strange letters at the back of the Temple.

I can't find the Oracle that Delphineus is talking about. Where should I look?

· Look for her in the Temple of Poseidon.

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I'm looking for the Oracle in the Temple of Poseidon. Is there some kind of catch to this marble wall? Do those three eyes have something to do with it?

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I found a HUGE beautiful shell in the Royal Gardens. It is too big to pick up, but Adam hears a nervous clicking inside it when he touches it. How can I discover what's inside it?

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Delphineus has sent me to find the Guardian of the Greens, but I can't find her anywhere. Where is the Guardian of the Greens?



I'm in the Royal Gardens and some lobster just pinched me! How can I pinch her back?



Hey! Demeter gave me a healing potion. Where and when can I use this?



After talking to her, Demeter went back into her shell, then something fell from the statue of the whale. What is that thing?



I've just entered Eluria and went straight into the Council Chambers. Things look pretty dead in here. How do I pry that gold mask off the painted mural of the Great Senators?

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She lives behind the far-right marble wall covered with symbols, figures, and strange letters at the back of the Temple.

I'm looking for the Oracle in the Temple of Poseidon. Is there some kind of catch to this marble wall? Do those three eyes have something to do with it?

* Yes, use Poseidon's trident on the three large eyes dominating the center of the marble wall. Now the Oracle will appear. Be sure to talk to her.

What's with the bronze conch shell from the Temple of Poseidon?

- You can use the bronge conch shall to get Possidon's trident.
- Place the conch shell in the hands of Poseidon's servant on the statue in the Courtyard. Poseidon will loosen his grip on the trident and you'll be able to take it.



I found a HUGE beautiful shell in the Royal Gardens. It is too big to pick up, but Adam hears a nervous clicking inside it when he touches it. How can I discover what's inside it?

- That's a good question. Why not try cleaning up the coral whale statue?
- Do you remember the experimental fertilizer solution Adam's Dad gave you?
- See the experimental fertilizer solution on the statue of the whale. Now you'll find out who inhabits the shell. One last thing: try talking to her!

Delphineus has sent me to find the Guardian of the Greens, but I can't find her anywhere. Where is the Guardian of the Greens?

You'll find the Guardian of the Greens hiding in the Royal Gardens. Go there and use the experimental fertilizer solution from Adam's Dad on the statue of the whale. When she comes out, be sure to talk to her.

I'm in the Royal Gardens and some lobster just pinched me! How can I pinch her back?

Well, you can't pinch her. Why not try talking to her instead? She'll give you something if you do:

Hey! Demeter gave me a healing potion. Where and when can I use this?

 Just save it for later. Perhaps you'll come across someone in need of healing.

After talking to her, Demeter went back into her shell, then something fell from the statue of the whale. What is that thing?

★ Use the look cursor on it, then pick it up using the hand cursor. It's an oil-covered shell.

I've just entered Eluria and went straight into the Council Chambers. Things look pretty dead in here. How do I pry that gold mask off the painted mural of the Great Senators?

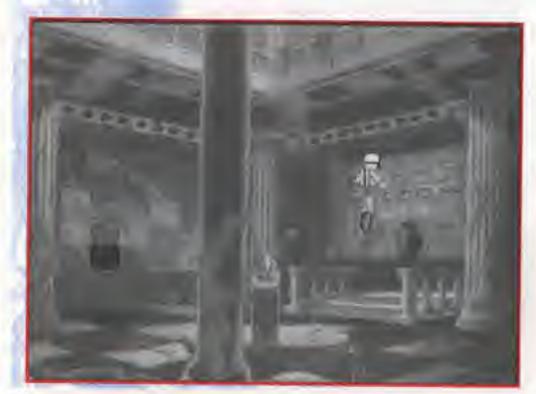
You can't pry it off. Actually, you need to visit some other places first. After you've met the Oracle of Eluria, try returning to the Council Chambers.

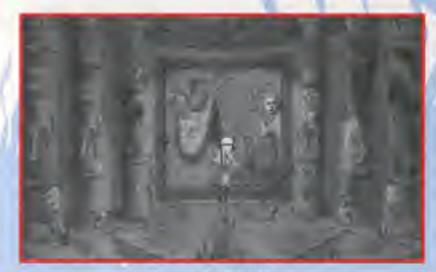
Delphineus said I should visit the Mayor. Do you have any clues about where I should look?



I'm in the Temple of Poseidon and have found a mixed-up mosaic tile picture. What should I do now?







Oracle's Riddles

I can't solve the Oracle's riddles. What are the answers?

Whose march of progress dooms us all, Lives aloof to Nature's call, Before he walks, must learn to crawl, And be a friend to great and small?



What glides like a bird but does not fly, Lives and plays 'neath an emerald sky, Feels the hook's pain but cannot cry, Has no voice to question why?



What reaches out to those in need, Hears the call of those who bleed, Never blindly takes in greed, Is a friend in word and deed?



Delphineus said I should visit the Mayor. Do you have any clues about where I should look?

Look in the Council Chambers. He's hiding behind the gold mask. To get him to appear before you, solve the challenge of the columns.

I'm in the Temple of Poseidon and have found a mixed-up mosaic tile picture. What should I do now?

The object of this puzzle is to slide the tiles one at a time to form a picture of a man, a fish, a dog, and a heart. If you get stuck, simply use the band cursor on the help button just below the picture. This will cause one tile to slide toward its correct position. Clicking the band cursor on the help button repeatedly will eventually solve the puzzle, but you won't get as many points.





Oracle's Riddles

I can't solve the Oracle's riddles. What are the answers?

Whose march of progress dooms us all, Lives aloof to Nature's call, Before he walks, must learn to crawl, And be a friend to great and small?

Answer. Man. Therefore, to answer this riddle correctly, use the hand cursor on the drawing of the man in the picture.

What glides like a bird but does not fly, Lives and plays 'neath an emerald sky, Feels the hook's pain but cannot cry. Has no voice to question why?

Answer: Fish. Therefore, to answer this riddle correctly, use the hand cursor on the drawing of the fish in the picture.

What reaches out to those in need, Hears the call of those who bleed, Never blindly takes in greed, Is a friend in word and deed?

Answer: Love. Therefore, to answer this riddle correctly, use the hand cursor on the drawing of the heart in the picture. I'm in the Council Chambers and Superfluous has presented me with the challenge of the columns. Quite frankly, I'm stumped. How do you solve the challenge of the columns?



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I've talked to Superfluous in the Council Chambers. He doesn't trust me. How do I win his trust?

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Okay. I've found a shell to give to Superfluous. But it's kind of dirty. Where do I find a rag to clean it with?

I tried to enter the fish apartments, but Gregarious stopped me because I don't have a pass. Where do I get a pass for the fish apartments?

Applicate the passes to produce the product of the product of the passes of the passes

Oh no! Narcissus, the blowfish, has gotten caught in a plastic bag! Is there anything I can do to help the poor guy?

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Epidermis, the angel fish, tells me that he's starving. Where can I find some food for him?

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- Lie (1994) and the high risk and high Norway is the form of the stability of the stability

Hippocrates, the swordfish, has six-pack rings stuck on his nose! I can't pull them off, either. How can I help him?

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I'm in the Council Chambers and Superfluous has presented me with the challenge of the columns. Quite frankly, I'm stumped. How do you solve the challenge of the columns?



- * Each of the three columns on the left has three sections that snin when you use the hand cursor on them. Your goal is to make these nine sections match up with their counterparts on the columns to the right. You'll notice as you spin each section of the columns, all but one section turns a second section of another column. However. one of these sections will turn by itself. Find this section and continue to spin it until you get the message "the column piece locks into place." Continue this same procedure for the other eight sections.
- * For example, start with the top section of the front-most column, It you notice another column also turning when you spin this section, skip to the next section of this column. If it spins another column piece, move to the next section, and so on, moving from section to section, then column to column, until you find a section that turns by itself. Once you've found this section, keep turning it until it locks in place. Now repeat this procedure for the rest of the columns.

I've talked to Superfluous in the Council Chambers. He doesn't trust me. How do I win his trust?

- Have you visited the Guardian of the Greens in the Royal Gardens?
- Superfluous' problem is that his shell is too tight.
- * After using the experimental fertilizer solution from Adam's Dad on

Okay. I've found a shell to give to Superfluous. But it's kind of dirty. Where do I find a rag to clean it with?

* You can find a clean rag in front of the fish apartments.

I tried to enter the fish apartments, but Gregarious stopped me because I don't have a pass. Where do I get a pass for the fish apartments?

You can get a pass from the Mayor, Superfluous, by giving him the shell you found on the floor of the Royal Gardens after cleaning the whale statue.

Oh no! Narcissus, the blowfish, has gotten caught in a plastic bag! Is there anything I can do to help the poor guy?

* Use the hand cursor on Narcissus to push him into his apartment. Use the hand cursor on him again to remove the plastic bag.

Epidermis, the angel fish, tells me that he's starving. Where can I find some food for him?

- Have you visited Narcissus, the blowfish, yet?
- * Use the algae-eating sea urchins Narcissus gave you on the plants in Epidermis' room. Now Epidermis will have plenty to eat.

Hippocrates, the swordfish, has six-pack rings stuck on his nose! I can't pull them off, either. How can I help him?

. Did you find a way to help Epidermis, the angel fish?

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Erroneous, the sea turtle, is choking on something. He's too big for Adam to perform the Heimlich maneuver on him. How can I prevent him from choking to death?

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I asked Gregarious, the manatee, why his face was so blue. He told me his story about the fisherman. I'd sure like to help him, but how?

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I've seen Olympia, the lionfish, unconscious in her apartment. How can I help her?

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The Oracle keeps asking me to show her a "Sign of Trust." I have no "Sign of Trust," at least, that I know of. Where do I find a "Sign of Trust"?

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Exploring the Ocean Reef



I've seen a Colossus Head with a glowing ear. I know I can't throw it away because it won't fit in my garbage/recycle bag. What should I do with it?

The second secon

* Use the very sharp shell that Epidermis, the angel lish, gave you to remove the six-pack rings from Hippocrates' shout.

Erroneous, the sea turtle, is choking on something. He's too big for Adam to perform the Heimlich maneuver on him. How can I prevent him from choking to death?

- Have you helped Hippocrates, the swordlish, with his problem?
- Ise the tweezers you received from Hippocrates, the swordish, on Erroneous' mouth to remove the balloons. You will need to use the tweezers twice to get all of the pieces out.

I asked Gregarious, the manatee, why his face was so blue. He told me his story about the fisherman. I'd sure like to help him, but how?

- Did you notice how the hoat propellers on the hoats back at the Research Center were covered with metal cages?
- Uid Erroneous give you four screws for helping him?
- Did you find a metal cage in the Elurian Courtyard?
- * To help Gregarious, you need to attach the metal cage you found in the countyard over the propellers of the fisherman's boat. To do this, first attach the four screws you got from Erroneous, the sea turtle, to the metal cage. Talk to the fisherman, then secure the metal cage over his boat's propellers.

I've seen Olympia, the lionfish, unconscious in her apartment. How can I help her?

- Have you visited Gregarious and heard his story about the fisherman?
- To help Olympia, you need the water pump that fell from the fisherman's boat. After helping Gregarious, you'll find the water pump lying on the ocean floor in front of the fish apartments.

Use Adam's garbage/recycle bag on the bottle of bleach to throw it away. Then use the water pump in her window to clear the water of the bleach.

The Oracle keeps asking me to show her a "Sign of Trust." I have no "Sign of Trust," at least, that I know of. Where do I find a "Sign of Trust"?

- · Have you helped all the other citizens of Eluria?
- · Did the citizens of Eluria have their council meeting?
- Give her the gold mask Superfluous gave you after the council meeting. Now she'll trust you and give you her prophesy.

Exploring the Ocean Reef



I've seen a Colossus Head with a glowing ear. I know I can't throw it away because it won't fit in my garbage/recycle bag. What should I do with it?

Do you have a jar with its lid removed?

- Stellerholder plex the stampage of the stampage.
 - The factor of the second of th

I've found a jar with a lid jammed on it so tight that it won't budge. Can you give me a hand or two with this?

- * Think the state of the state

I've found the skeleton of a pirate. Whoa, now, where did the treasure go?



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Really, now. What am I supposed to do with this skeleton?

* You will announce to be a substitute and the second of t

I tried to pick up a gold key from the ocean floor, when some red rascal of a fish swallowed it. How do I get it back?

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I chased the red fish that swallowed a gold key, but now he's been eaten by a giant sea anemone. Good! It serves him right. But I still don't know how to get my key back.

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I've found an octopus! Is there anything I can do for him?

- Try using the jar on the glowing ear,
- * There's a flashlight fish in the ear of the Colossus Head. You need to rescue the flashlight fish from the ear, using an empty jar. If you didn't find a jar in the trash dumping from the cruise ship earlier in the game, you'll find one on the reef ledge right in front of the Colossus Head.

I've found a jar with a lid jammed on it so tight that it won't budge. Can you give me a hand or two with this?

- How about eight hands? Did you see the octopus one screen to the left of the sunker submersible vehicle?
- The octopus is hiding in some rocks there that he's turned into his lair. Set the jar on the sand in front of his lair or use the jar cursor on the octopus and then hide in the large sponges. He'll open the jar for you.

I've found the skeleton of a pirate. Whoa, now, where did the treasure go?



- Who said anything about a treasure?
- Did you notice the key pinned against the rocks by the Conquistador's Pike?
- Use the hand cursor on the Conquistador's Pike two times. You'll see a gold key fall into the water. Go after that key!

Really, now. What am I supposed to do with this skeleton?

* You're not supposed to do anything with the skeleton. Instead, grab onto the Conquistador's Pike that has pinned the skeleton to the rocks! On his first attempt, Adam will fall into the water, but the Pike will give a little. Grab onto the Pike a second time. It will come loose and the gold key will dislodge from the bank and fall into the water. Chase after the key.

I tried to pick up a gold key from the ocean floor, when some red rascal of a fish swallowed it. How do I get it back?

Boy! The nerve of some fish. Actually you won't be able to get the key back from the red fish. But swim after him anyway! In fact, chase him through the reef. Eventually he will be eaten by a giant sea anemone. Perhaps you can get the key from the anemone.

I chased the red fish that swallowed a gold key, but now he's been eaten by a giant sea anemone. Good! It serves him right. But I still don't know how to get my key back.

- Perhaps you can trick the anemone with one of the ilems in your inventory.
- Did you notice the fishing lure hanging on one of the steel beams of the underwater oil rig?
- To get the key back, you need to use the fishing lure that was hanging on one of the steel beams of the underwater oil rig to trick the giant anemone into giving up the key.

I've found an octopus! Is there anything I can do for him?

 No. As a matter of fact, you want the octopus to do a couple of things for you!



I've seen a silver cable, but an octopus won't let me have it. Is this cable worth getting?

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I give up. How do I get the silver cable from the octopus?

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I have a transmitter and I have a cable. Now where's that floating orb the Oracle mentioned?

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- * Malayana M

Ooh! I've found a sunken vehicle beside an oil rig. Can I take it for a drive?



In the Reef Caves



I've entered a cave and it sure is dark in here. How can I light things up?

* The second of the second like the second lit is second like the second like the second like the second like

Okay. I've figured out how to light up the cave. But now is there anything to do in here?

You want the octopus to do two things for you. First, get him to open the jar you nicked up from either the cruise ship spilling garbage or from the reef ledge in front of the Colossus Head. To do this, simply lay the jar on the sand in front of his late or use the jar oursor on him and then hide in the large sponges. Second, you want him to let go of the cable in his lair. To get the cable, show him the mirror from the reef ledge in front of the Colossus Head.

I've seen a silver cable, but an octopus won't let me have it. Is this cable worth getting?

Absolutely. Remember the illustration on the blackboard back at the Research Center Lab? This cable is a key item for creating a satellite buoy!

I give up. How do I get the silver cable from the octopus?

Did you pick up the mirror from the reef ledge in front of the Colossus Head? Show this mirror to the betopus and you'll scare him away. Now you can get the cable from the unattended lair.

I have a transmitter and I have a cable. Now where's that floating orb the Oracle mentioned?

- The Oracle has a sense of humor. You should try looking in an unusual place.
- Did you see a toilet stuck in the ocean floor heside the sunken submersible vehicle?
- Use Poseidon's Trident to pry off the toilet tank lid. Remove the float. That's your floating orb!

Ooh! I've found a sunken vehicle beside an oil rig. Can I take it for a drive?

- Unfortunately, this vehicle is beyond repair.
- Instead, search the vehicle. You'll find a very useful item in one of its compartments.

In the Reef Caves



I've entered a cave and it sure is dark in here. How can I light things up?

Did you capture the flashlight fish from the ear of the Colossus Head into a jar? Release that flashlight fish from the jar into the cave. Now things should brighten up a bit.

Okay. I've figured out how to light up the cave. But now is there anything to do in here?

* At the back of the cave is a secret opening covered with rocks. Use

To high the state of the state

Wow! I've uncovered a secret opening in the cave. Now how do I fit through this darn hole?

* Tour service to the market Unit Colde to the community of the coldens of the co

I'm trying to fit through a secret opening in the cave, but Delphineus keeps telling me it's not safe. Now what?

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I've found a metal box in the cave, but I can't open it. Am I supposed to have a key or something?

· Then the time community be also may be able to the first of

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I've found a metal box in the cave, but my key won't turn the rusted lock. So how am I supposed to open this thing?



I finally got into the second cave through the secret opening. I've found several barrels of toxic waste! Gross! Now, how do I get rid of them?



I tried to leave the first cave, but I've run into a reef shark. Now where do I go?





the hand cursor to remove these rocks one at a time. Now the opening will be revealed to you.

Wow! I've uncovered a secret opening in the cave. Now how do I fit through this darn hole?

 You need to remove more rocks. Just use the band cursor on the opening until you've removed them all.

I'm trying to fit through a secret opening in the cave, but Delphineus keeps telling me it's not safe. Now what?

- Perhaps you need something else before you can enter the other cave.
- * Use the look cursor just below the opening you created by removing the rocks. You should find a metal box. When you open this metal box, you'll find a protective suit. To put the suit on, use the hand cursor on it. If you need to wear it a second time, open the metal box, and then use the hand cursor on the suit again. Once you're wearing the suit, you can safely go through the opening.

I've found a metal box in the cave, but I can't open it. Am I supposed to have a key or something?

- Well, ves. Did you find a skeleton of a pirate somewhere in the reef?
- Just one screen to the right of the Colossus Head is an opening to a small air pucket under the reef. In that air pocket is a pirate skeleton pinned down by a Conquistador's Pike. After removing the Pike, a key will fall into the water and land on the ocean floor. This is the key you need.

I've found a metal box in the cave, but my key won't turn the rusted lock. So how am I supposed to open this thing?

A little oil would be useful now. Remember the rag you used to clean the conch shell you gave to Superfitious? It should be pretty oily. Use this oily rag on the case, then try to turn the lock with your key.

I finally got into the second cave through the secret opening. I've found several barrels of toxic waste! Gross! Now, how do I get rid of them?

- Did you look at the illustration on the blackboard back in the Research Lab?
- You need to make a satellite buoy.
- To make a satellite buoy, you need three things as follows; the float from the toilet on the ocean floor beside the oil rig, the cable from the octopus' bair, and the transmitter from the Research Center. Assemble these three items in your inventory and then use them on the barrels.

I tried to leave the first cave, but I've run into a reef shark. Now where do I go?

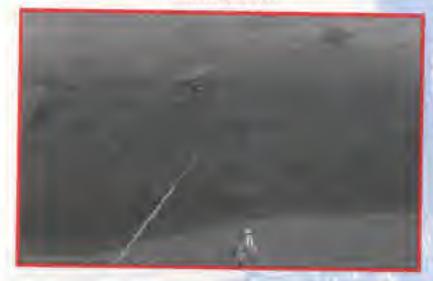
- You'll have to turn around and find another exit out of the cave.
- Go back through the opening in the second cave after you've cleaned up the barrels of toxic waste. You can exit through the north end of that cave.



I've found a wrecked harpooning vessel outside the second cave, but nothing much seems to be happening. What am I supposed to be doing?



Saving Cetus



Help! Delphineus and I are trapped in a net. How do we get out?



I've escaped from the net, but Delphineus has been captured by Flesh-Eater! Where do I go for help?





I'm alone at the wrecked harpooning vessel. Where can I find Cetus?



Okay. I've found Cetus, but how should I help him?



Hey! I tried to swim inside Cetus' mouth, but he keeps shutting his big yap on me. How am I supposed to be able to get in there?





I've found a wrecked harpooning vessel outside the second cave, but nothing much seems to be happening. What am I supposed to be doing?

- Look around this area carefully. You should see a cave in the mountain far in the distance.
- ★ Use the hand cursor on the cave in the distance and watch what happens!





Help! Delphineus and I are trapped in a net. How do we get out?

Cut the not with the sharp shell that Epidermis, the angel fish, gave you.

I've escaped from the net, but Delphineus has been captured by Flesh-Eater! Where do I go for help?

Who does Flesh-Eder fear most?

- · Visit the Oracle. She will give you a clue about where to go next.
- You need to find Cetus. Start by exploring the sunker harpooning vessel.

I'm alone at the wrecked harpooning vessel. Where can I find Cetus?

- . Did you notice that the door to the boat is slightly apar?
- Use Poseidon's Trident on the door and you'll be able to open it. Syom through the boat and you'll see the ascending harpoon cable, Follow this cable up and you'll find Cetus.

Okay. I've found Cetus, but how should I help him?

- · You need to remove the harpoon from his mouth.
- To do this, you need to figure out a way to get inside his mouth.
- First talk to Cetus. When he falls unconscious, swim away from him until you see a distant view of Cetus. If you time it just right, you'll be able to swim inside his mouth.

Hey! I tried to swim inside Cetus' mouth, but he keeps shutting his big yap on me. How am I supposed to be able to get in there?

 Did you notice how he also opens his big yani



* The bijerness appropriate the second and the seco

Yech! I'm inside this big whale's mouth. Tell me quickly, how do I remove the harpoon, so I can get out of here!



All right! I've removed the harpoon from Cetus' mouth, but he's still not healed. How do I heal him?



Just a little while ago, Cetus told me to free Delphineus. Now he's fighting Flesh-Eater! How do I set Delphineus free?



Yea! I've freed Delphineus from Flesh-Eater's cave. But now it looks like Cetus is getting the tar beaten out of him by Flesh-Eater. Is there anything I can do to help Cetus?





After You've Completed the Game ...

Did you try...

Looking at the computer screen a couple of times in the Research Lab?

When Delphineus requests to leave the Research Lah Tank, using the

* This is a matter of timing. Watch how his mouth opens and closes, opens and closes. If you start swimming towards him just as his mouth closes you should be able to get inside.

Yech! I'm inside this big whale's mouth. Tell me quickly, how do I remove the harpoon, so I can get out of here!

★ You need a hacksaw to cut off the lip of the harpoon. You found the hacksaw either in the sunken submersible vehicle or on the deck in the rear of the wrecked harpooning vessel. After cutting off the tip of the harpoon with the hacksaw, you can swim outside his mouth. Once outside his mouth, use the hard cursor on the harpoon to remove it.

All right! I've removed the harpoon from Cetus' mouth, but he's still not healed. How do I heal him?

- Remember what Demeter, the Guardian of the Greens, gave you?
- * Use the Guardian of the Greens' healing potion on his wound.

Just a little while ago, Cetus told me to free Delphineus. Now he's fighting Flesh-Eater! How do I set Delphineus free?

Use the hand cursor on Flesh-Eater's cave to enter it. Once in the cave, you'll find Delphineus trapped inside the net. Cut the net with the sharp shell that Epidermis, the angel fish, gave you. Now Delphineus will be free.

Yea! I've freed Delphineus from Flesh-Eater's cave. But now it looks like Cetus is getting the tar beaten out of him by Flesh-Eater. Is there anything I can do to help Cetus?

- Absolutely Remember the lionfish spine Olympia gave your II's time in use it?
- * Click the hondish spine on Flesh-Eater when he's distracted by Cetus. Tuning on this can be tricky. You may need to try it a few times. There you catch Flesh Eater off grand, Adam will pierce the manta's skin with the lionlish spine, and Cetus will reign as king once again. Congratulations! You've won Ecotogett!



After You've Completed the Game ...

Did you try...

Looking at the computer screen a couple of times in the Research Lab?

When Delphineus requests to leave the Research Lab Tank, using the

frisbee on him a couple of times before opening the underwater hatch?

Talking to Delphineus several times in the kelp maze, outside the fish apartments, or at the reef?

Talking to Gregarious outside his apartment before giving him the pass?

Using Adam's garbage/recycle bag on Superfluous before giving him the shell?

Using Adam's garbage/recycle bag on the residents of the fish apartments?

Using the metal cage on Gregarious while swimming beside the boat?

Visiting the Oracle after Delphineus is captured in the net?

Leaving Eluria by swimming south from the courtyard before getting the Oracle's prophesy?

Swimming to the council chambers while visiting the residents of the fish apartments?

Swimming into Flesh-Eater's cave after Delphineus has been captured, but before seeing Cetus?

Talking to the art in Narcissus' apartment?

Looking at or using the hand cursor on the different kinds of fish swimming in the ocean?

Using Adam's garbage/recycle bag on the different kinds of fish swimming in the ocean?

Points List

Action

Point Value



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Using Adam's garbage/recycle bag on the different kinds of fish swimming in the ocean?

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Location of All Objects (concluded)

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Reef 1



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00PS!

Due to a printing error, pages
49, 56 and 57 of this hintbook
are defective (to say the least).
While our printer offered to
reprint this book for free, we
decided it would be much
more ecologically sound to add
this insert instead. We
apologize for any
inconvenience this may cause,
but if we work together we'll
save a lot of trees.





Location of All Objects (concluded)

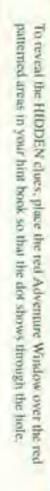
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Location of All Objects (concluded)

Object	Where Found	Where Used
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SIERRA

Adventure Window